IM3080 Design and Innovation Project (AY2023/24 Semester 1)
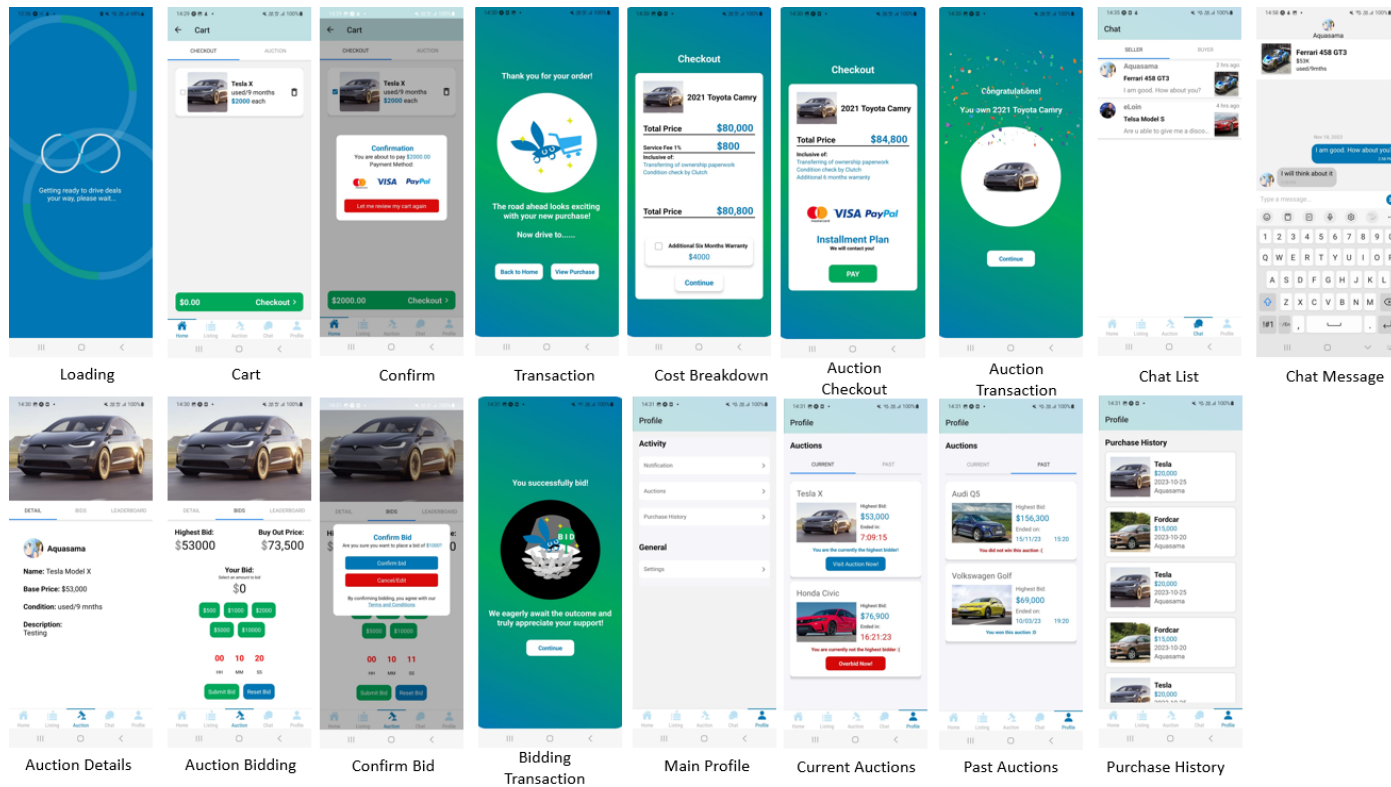## Individual Report

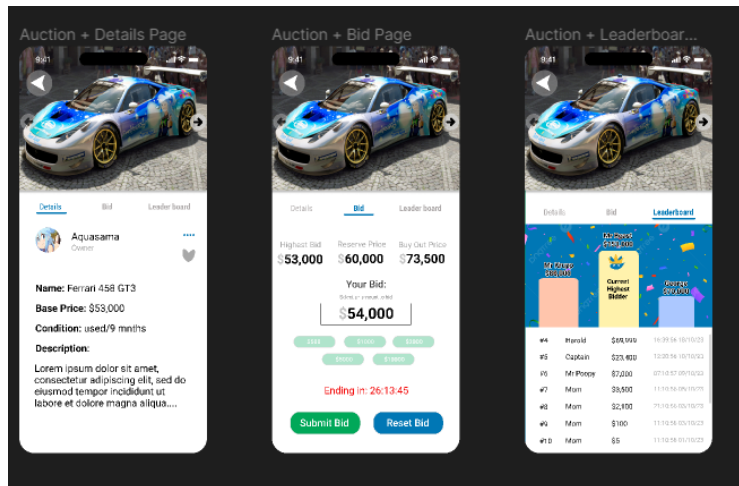Name: Chang Wan Ling Samantha

Group No: 5

Project Title: CLUTCH

Contributions to the Project

I contributed to both frontend and a bit on the figma design as well. For the frontend development, I designed the user interfaces for the loading, cart, chat, auction (details, auction bid tab and top tabs), profile (main and subsections: Auctions and Purchase History) pages. I also designed a bottom navigation bar with a customized tab bar indicator and helped to integrate most of the screen navigations in this mobile application of our project. As for the figma design, I assist one of our design team members in designing the auction page which includes the details, bidding and leaderboard tabs.

Loading	Cart	Confirm	Transaction	Cost Breakdown	Auction Checkout	Auction Transaction	Chat List	Chat Message
Auction Details	Auction Bidding	Confirm Bid	Bidding Transaction	Main Profile	Current Auctions	Past Auctions	Purchase History	

Frontend UI Screens

Auction Figma Design

Reflection on Learning Outcome Attainment

Point 1: Modern Tool Usage

This DIP project gave me the opportunity to learn a new frontend programming language called React Native. While developing and implementing the project application, I had to learn React Native from scratch from youtube videos and other online guides. After learning the basic fundamentals, I learnt how to create simple UI such as buttons, containers, adding icons and third party packages/libraries before moving on to more advanced features such as coding the chat texting features or even bottom navigation bar with customized bar indicator above it. React Native was also useful as it allowed me to develop the application itself on both ios and android platform using expo together without using separate code for each. There are also features such as live updates or fast refresh which quicken my project progress since it would load after I auto save my new updated code on my vscode side. I managed to implement several screens using React Native and Expo which includes splash screen, bottom navigation bar, cart page, chat page, auction page, profile page and even all the navigation between the different screens so that everything could be integrated together smoothly. Overall,learning and using React Native has been a game changer in my journey to coding a mobile application as a student developer and I would see myself using it for future purposes.

Point 2: Individual and Team Work

Through this DIP project, I have realized that there is a need for self-discipline and responsibility when it comes to making deadlines every week as this was a project that was dependent on not just my work but my other team members' as well. Working individually gave me my own space to work on my own individual task at my own pace and time making it convenient for me. I also needed to motivate and self-learn on my own especially when it comes to learning the new frontend language which was a huge challenge but I did manage to learn it and apply it properly to this DIP project. In addition, I have learnt that teamwork plays a big part in this project as I needed to communicate with my other team members in order to coordinate our progress for example since I was under the frontend team which mainly requires me to code the UI of the app I had to discuss with the team who was doing the figma design to understand how their design will flow so that it could be implemented correctly on the frontend side. Thinking about working alone and working together as a team, I see both its good parts as well as challenges.